

# FAMILY FRIENDLY GAMING

THE VOICE OF THE  
FAMILY IN GAMING

TM

Final Fantasy XV,  
Disney Art Acad-  
emy, LEGO Marvels  
Avengers and more  
in this stellar issue!!

ISSUE #107

June 2016

Is MXGP2 – The  
Official Motocross  
Videogame for your  
family?



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# Victory

Yu There is no doubt in my heart, nor hesitation in my blade!

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## Discrimination against Christians

One of the most troubling things to see in the video game industry is discrimination against Christians. I frequently am given historical accounts of PR, Marketing, company executives and more treating Christians like second class citizens. Why do those who claim to tolerate diversity actually attack it? Why aren't Christian game developers given opportunities that other game developers receive? There are some repugnant and disgusting video games on the market. Those get funded by video game publishers. For some reason a good and wholesome Christian video game gets shunned. What does that tell us?

Family Friendly Gaming has faced discrimination because we are Christians from PR, Marketing, company executives, and more. We stand up for Jesus Christ. We stand up for the Holy Bible. We stand up for traditional definitions of words, and institutions. It is amazing to me that people who feel they have the right to redefine something, despise anyone who puts the definition back into its rightful place. If they have the right to change it, then others have the right to change it right back. Simple Vulcan logic there.

I personally have received venomous death threats because I stand for the steadfast teachings of God, and not the shifting in the sands concepts of man. What is most shocking is the hatred coming from the political left and their cronies is coming from people who claim to celebrate diversity. Why not celebrate the diversity of Christians? Because we correctly label sin, and their black hearts are exposed to the entire world as they spew all their venom and hatred. Yet we continue to lovingly treat them way better than they treat us. This column is an outreach for them to open their eyes and acknowledge the hatred is coming from them - not us.

Yes I have mocked liberals in the past for claiming to be tolerant of diversity, when they have shown they are not. Just like Elijah mocked the prophets of Baal (1 Kings 18). I thought it would open their eyes and they would realize their mistake. Obviously that has not worked on hardened hearts that are filled with hatred. Which is sad

because I want them to repent and turn from their evil ways.

It is my personal hope and prayer that the video game industry will embrace Christians, Christian gamers, and Christian video game developers. I am not asking for preferential treatment as some are currently doing in attempts to redefine things. I am asking for fair, honest, open, and transparent treatment. Discrimination against Christians in the video game industry makes the entire industry look evil, vile, wicked, filled with venom and hatred. Do you really want video games to be seen that way?

God bless,  
Paul Bury



## Free Weeds - Pull Your Own

As I write this the weather has been improving here in the South. Temperatures are increasing, and we are spending more time outdoors. That also means we can visible see the weeds and there are no excuses to leave them there. So I have been pulling weeds. My hubby pulls weeds at every opportunity he gets in the garden, under the raspberries, and in the strawberries. I am not as dedicated as he is when it comes to my flowers. Maybe my mother needs something so I will go and drive out there to help her. Maybe the kids have something going on. Maybe it is raining with thunder and lightning. There are always excuses to avoid pulling weeds. Okay so maybe the lightning and thunder is a valid reason. The others not so much so.

Weeds go back to the fallen nature of man in the garden of Eden. As a thorn pricks me I sometimes thank Eve for this wonderful blessing of pain. She had to listen to the serpent. She had to take a bit of that apple. I would have been happy without knowledge since it meant no weeds to pull. Gardening was so much easier in the garden of Eden. That is not our reality. So we have to make sure we get all of the roots up, or the weed comes right back. It amazes me sometimes how diligent my hubby is at pulling up the roots of the weeds. He may use his hand when the soil is wet, or a small hand shovel when the ground is hard.

Ever think about the weeds we let into our minds? Maybe it is a song, television show, movie, video game, or book. We soak in bad thoughts, bad ideas, bad ideology, and bad concepts. We eat them up, only to find they choke out the true joy and fruit in our lives. Then as we are unhappy we blame everything but ourselves. We each have the choice all day long to face challenges and accept them happily, or to whine, moan and complain about them. To me true maturing comes from acknowledging truths like that one. Maybe I snapped at someone for something little. How many hours did I spend watching TV shows with characters telling us not to forgive offenses? How many hours did I spend with God, the Holy Bible, and listening to uplifting and wholesome music? I find it interesting that the most miserable people are usually the ones that surround themselves with the most negative entertainment.

Look at a lot of the gaming sites that focus on the

macabre and morbid. How happy are they? How cynical are they? How does that wind up impacting and effecting their readers? I am not perfect. I make mistakes. I am realizing that many of my mistakes come from selfishness that is definitely natural in sinful fallen human beings. The second area my mistakes come from is the entertainment I watch, listen to, and read. All of our minds are sponges. Are you inserting good water into your minds, or dirty, disgusting water? Each person has to make that determination for themselves. I know I need to get some weeds out of my mind.

God bless,  
Yolanda Bury

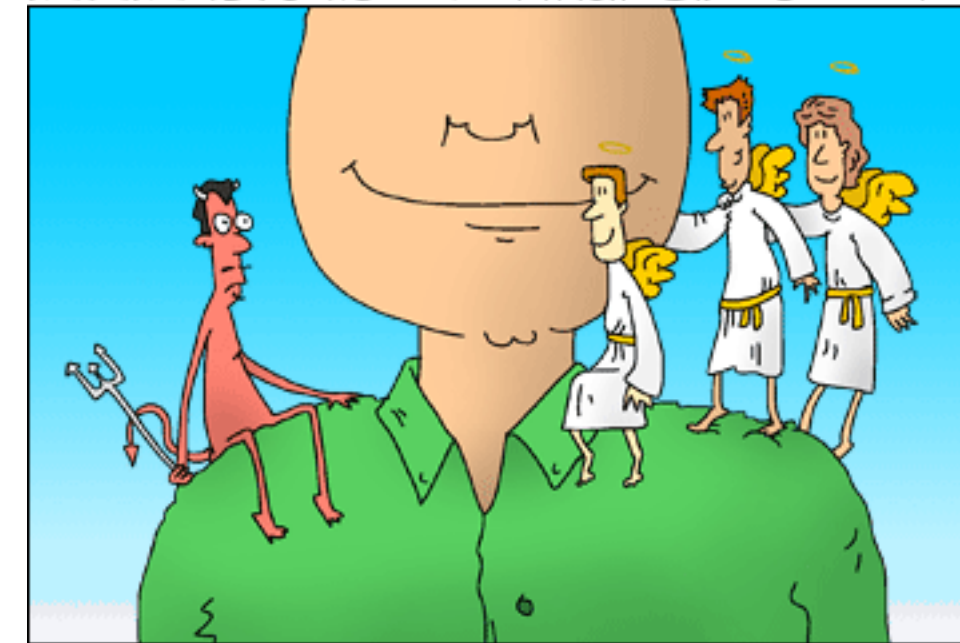




# LESSON-BASED EDUCATION & FUN

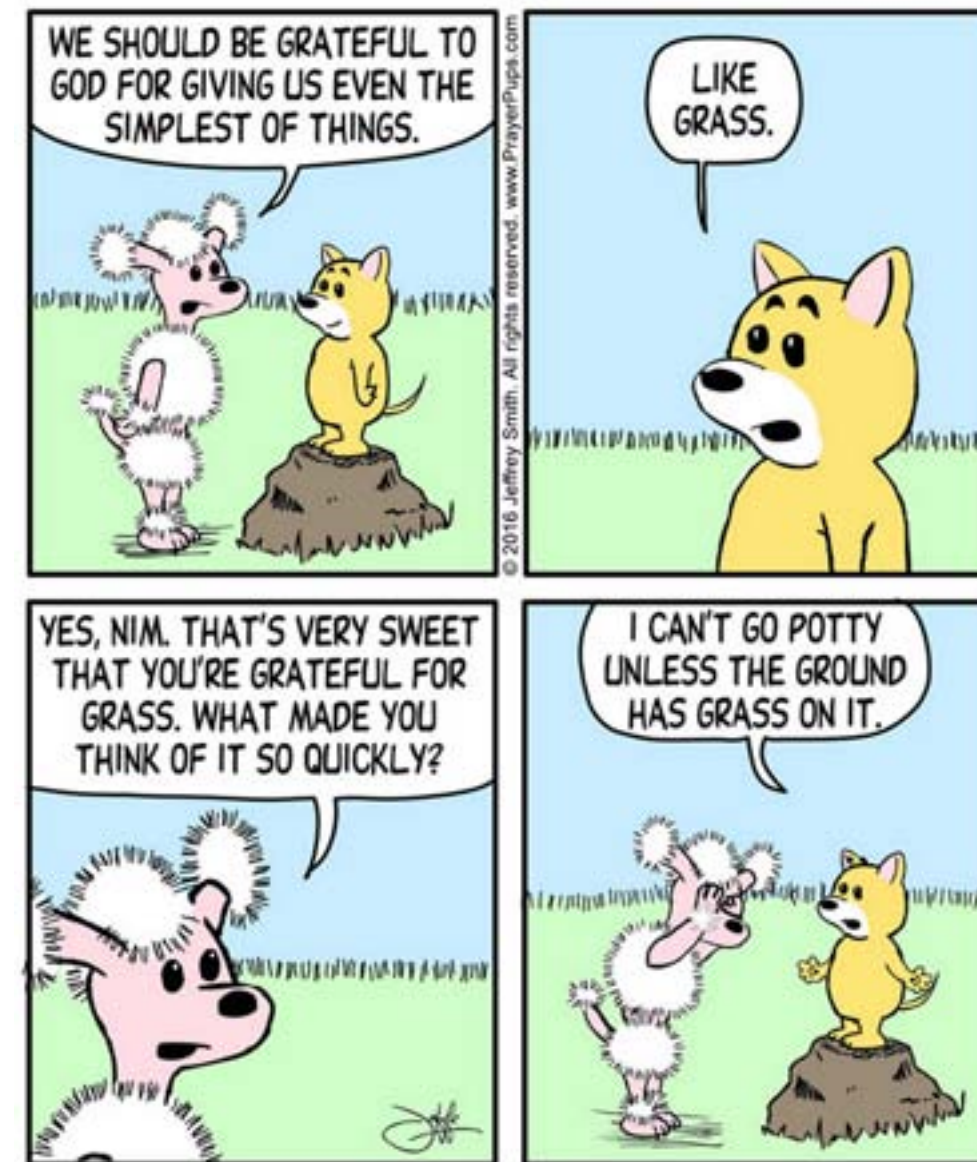
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02-02-2015

### PRAYER PUPS BY JEFFREY SMITH



Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.



Colossians: 9781935915010 | 1 Peter: 9780976054870 | 2 Peter: 9780976054887 | Phillipians: 9781935915010 | James: 9780976054863  
1 Timothy: 9780976054825 | 2 Timothy: 9780976054894 | Interactive Parables: 9780976054801 | Interactive Parables Spanish: 9780976054818



Interactive Bible Series for Windows by GraceWorks Interactive



DVD-ROMs contain PowerPoint Bible stories, 3 - 5 on each disk. The PowerPoints contain stunning lifelike still graphics. Not cartoons, but computer generated photorealistic imagery. Their purpose is to provide a great backdrop while the teacher articulates the story, there is no audio, but a lesson outline is provided for the teacher along with Bible references. Each story also has a printable PDF activity sheet and a coloring page.

**14 DVD ROM titles**  
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Easter 1	EAN 5060209840680
Easter 2	EAN 5060209840697
Christmas	EAN 5060209840673
Failure and Redemption	EAN 5060209840741
Fifty Days	EAN 5060209840703
Jesus Saves	EAN 5060209840666
John Baptist	EAN 5060209840734
Miracles of Jesus 1	EAN 5060209840635
Miracles of Jesus 2	EAN 5060209840710
Obedience	EAN 5060209840642
Parables of Jesus 1	EAN 5060209840758
Parables of Jesus 2	EAN 5060209840765
Power and Glory	EAN 5060209840727
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The comics are a further resource. Children love to read them and learn Bible stories.

**6 COMIC titles**  
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Issue 1 Jonah	ISBN 9781904064947
Issue 2 Samaritan	ISBN 9781907731006
Issue 3 Adam & Eve	ISBN 9781907731013
Issue 4 Christmas	ISBN 9781907731068
Issue 5 Easter	ISBN 9781907731075
Issue 7 Titanic	ISBN 9780957152304

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Products can be ordered from your local Homeschool Retailer.



# SOUND OFF



The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

## Additional ideas for Jeopardy game

Dear Mr. Bury,

First off, happy belated Easter.

I thought of a few additional ideas to improve the Jeopardy video/computer game. Here they are:

1. Stage/music selection. Jeopardy has been played on multiple stages with multiple variations of music over the years. You should be able to select the current stage and soundtracks, as well as stages and soundtracks from years past. I thought the original Jeopardy theme music from 1984 was the coolest.
2. Voice cloning. With over 30 seasons of Jeopardy having been

completed, we have more than enough audio to clone the voices of Alex Trebek and Johnny Gilbert. This would facilitate user-generated clues in Alex Trebek's voice, and enable Alex and Johnny to refer to you by your actual name instead of "Player 1". Also, when customizing your player's visual appearance, you would also be able to give the player a name, an occupation, and a home town.

Have a great day, and God Bless You.  
Sincerely,  
David

{Paul}: David,  
Those are really good ideas. That same concept could be applied to a variety of game shows like Family Feud for example. I know I would play a game like you are describing, and it would have all kinds of replayability. Maybe they could even put it in episodes like Activision does with the Wipeout games.

## Playing Together

Even though FFG doesn't have a high value on them, I personally think 16-bit beat em up's are some of the better games to play in local co-op. Hear me out, most sports or racing or fighting or puzzle games are competitive in nature. They have P1 and P2 facing off where only 1 can succeed. With games like Power Rangers the Movie, TMNT;

The Hyperstone Heist, Double Dragon II or Venom, Spider-Man, Separation Anxiety, both players work together to bring down evil and save the innocents. Usually when my Yugioh tournament homies (most born in the 80s) come over we play my Sega Genesis and have fun on games like that where we share victory over the computer. I know FFG isn't keen on games where you wail on the same 12 guys for 8 levels. But me and my friends have had a lot of fun and shared joy teaming up in those games. Also, in their defense, wasn't the historical biblical figure Samson famous for doing basically the same thing? I mean he kinda went wrong and paid for it. Maybe someone should try making a 16 bit Samson game where he takes on the philistines?

- Chris

{Paul}: Chris,  
My response may come as a surprise. You make a good, valid, and legitimate point. You do. I want to thank you for making your point in a respectful, civil, polite, and kind manner.

If you have read Family Friendly Gaming for some time you know we admit mistakes, and admit we are human. We do not think of everything. We miss things. Your point shines a light on a perspective none of us had considered very often. Cooperative game play is certainly much better than competitive game play when it comes to

spending time together, and creating less real world arguments.

I love your idea on a Samson based video game. Who would fight with Samson? Have up to three friends in a Gauntlet like kind of a way? Or just one shield carrier? Have a second player replenish Samson's health? David and Jonathan might be a good pick for a cooperative game where we can hack and slash our way through Philistines.

You have also triggered something here at Family Friendly Gaming in terms of reviews. We are going to look at our scale and see if we can balance a new emphasis on cooperative game play over competitive game play. I want to personally thank you for that.

## Physical Copies

Would Family Friendly Gaming consider bringing back physical copies of the magazine? I know Family Friendly Gaming is all about physical copies of video games. What about your own e-magazine? I would like to hold copies of Family Friendly Gaming in my hands. So what do you say?

- Karl

{Paul}: Karl,  
That is an excellent idea. So what we have done is modify our Patreon site for this very purpose. Anyone interested in a physical copy can assist in the funding here. This also

includes any companies that want a unique advertising experience. They can get their names in FFG as a supporter.

We did physical copies for a great many years. Unfortunately it was not financially supported by enough readers to keep it going. It was a very large money drain on us, and that is why it was suspended. I would love to bring it back.

## VR Comeback

I loved Family Friendly Gaming #106. You had a real good focus on VR. What is your opinion on VR? Will it take off this time? Or will it be a flop like before? Family Friendly Gaming calls it like they see it, and have been right so many times that I stopped counting. So where do you see VR going?

- Ron

{Paul}: Ron,  
Thank you for your kind words of encouragement. I am sure we have gotten plenty of things wrong as well. You are also welcome for the themed focus in

issue #106. We try. I feel we have a long way to go in making improvements. Part of the problem is timelines, deadlines, and staffing. That is something I am praying about, and ask you to pray for us on that as well.

On the topic of VR and its future. I believe in taking a wait and see on it right now. Prices of current VR devices on the market are really high. Then there is the problem of software being digital downloads only. Both of those will limit potential sales. Will VR become popular? Will it become





# SOUND OFF Continued

a trend? I honestly do not know. I have my doubts as the economy struggles to get by that high priced items will sell a lot. On the other hand I have heard from people that it is difficult to purchase one due to limited quantities. There is also confusion as to which devices work with which games and systems.

I know plenty of people who have not even heard that VR is making a come back. Why not? They don't see it in their local stores so they are not aware. This is where the digital downloads only hurt. Plenty of people are happy to read stories on the Internet. Many of those same people are not interested in purchasing games that way.

I suspect the VR Sony is releasing later this year on the Playstation 4 has a much better shot at hitting mass appeal. That device will be in stores, and the PS4 is winning the current console war. When it comes to VR I am actually interested in what Sony is doing. I am not really interested in what is happening on the Personal Computer. That is just me though.

## Skylanders Swap Force Sheep Wreck Island

Thank you for your review of Skylanders Swap Force Sheep Wreck Island. I am sick and tired of having to keep up with the Joneses. I am also sick and tired of all these



gaming sites telling me to purchase video games their advertisers release. The lack of credibility on all gaming sites is very low. With the exception of Family Friendly Gaming. You're the only gaming site that is not afraid of retro. You are also the only gaming site making the point these games are coming out at inflated prices. Your point about these companies having all this money in the bank is a good one. They could cut us a break.

I stopped buying new games, and now look at used, retro, and clearance games only. Family Friendly Gaming set me on this path. I spend less on video games, and have more games to play. I now have extra money to spend on other stuff thanks to Family Friendly Gaming. Please keep doing what you're doing. I talk to my friends about it, and a couple of them are no longer buying new games either. These gaming companies are going

to learn to stop taking us gamers for granted.  
- Brian

{Paul}: Brian, Thank you for your kind words of encouragement. I am so happy to hear you and your friends agree with us on games being released at over inflated prices. Patience gets you more games, and you spend less money on them.

Keeping your eye out for deals is also very important in the grand scheme of things. As this movement grows these companies will learn. The ones that return to traditional values will find success. The ones that don't will most likely run out of money and go bankrupt. New companies can replace them.

Would you like to be heard in Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page: <http://www.familyfriendlygaming.com/comments.html>, or send an email to: [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018

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Current rates can be found on the Advertise page of the website

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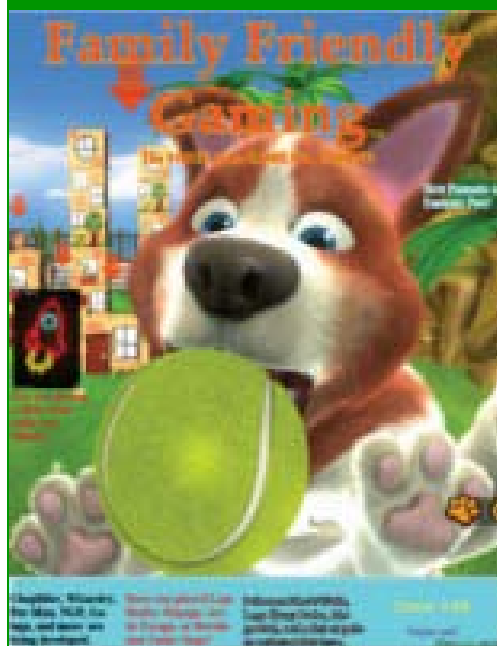




# LOOK BACK

# QUIZ

There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.



Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to [SoundOff@familyfriendlygaming.com](mailto:SoundOff@familyfriendlygaming.com). After three months the person with the most right answers will be emailed an Amazon gift card.

Question: What process improvement would you suggest to make Family Friendly Gaming better?

Answer:

Question: Is there a topic you would like to see discussed in FFG Chronicles?

Answer:

Question: Is there a video game you would like FFG to do a video capture of? If so, then what game?

Answer:

Question: Why did Family Friendly Gaming leave the Godaddy server family?

Answer:

Question: Who did Family Friendly Gaming go to for servers after Godaddy?

Answer:

Question: How many products has Family Friendly Gaming reviewed (to the closest thousand)?

Answer:

Question: What are five things you like about Family Friendly Gaming?

Answer:

Question: What are five things you dislike about Family Friendly Gaming?

Answer:

Question: What two gaming sites have risen to the top in terms of video game journalism ethics?

Answer:

Question: What is your opinion of indie games?

Answer:

Question: What is your favorite exercise video game?

Answer:

Question: Do you like cooperative games?

Answer:

Question: Do you like competitive games?

Answer:



# DEVOTIONAL

# Helpful Thoughts

## Reform Part 19

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about manipulation. Too many modern day American churches are using it to get their way. From increasing their profits to increasing attendance, unethical marketing means are being used to increase themselves with little to no thought of the Kingdom of Heaven. **Matthew 7:21-23** "Not everyone who says to me, 'Lord, Lord,' will enter the kingdom of heaven, but only the one who does the will of my Father who is in heaven. 22 Many will say to me on that day, 'Lord, Lord, did we not prophesy in your name and in your name drive out demons and in your name perform many miracles?' 23 Then I will tell them plainly, 'I never knew you. Away from me, you evildoers!'"

One of the worst historical accounts I heard about dealt with feeding the poor. This large church was feeding the poor on Saturdays and inviting them to church on Sundays. A small percentage would accept the invitation. So this new pastor to the church decided the way

to increase those numbers was to give out vouchers for the free food on Sunday mornings before church. Then give the food away after church. What were the poor supposed to do between being given the vouchers and receiving the food? They were supposed to go to church. In other words the poor were being manipulated to attend the church service. A quid pro quo kind of thing going on. The giving to the poor had strings attached to it. **Romans 12:8** *if it is to encourage, then give encouragement; if it is giving, then give generously; if it is to lead, do it diligently; if it is to show mercy, do it cheerfully.*

What I find extremely sad is too many of the modern day American churches are all about getting their way. They will use any means necessary to get you to give them their way. Manipulation is just another tool. One that I disagree with. Churches should not dangle carrots in front of people. Why not? Because they are treating them like animals.

I was shocked a few years ago to hear a pastor admit he lied to someone to get them to teach a class. The gentleman they lied to was going to pray about teaching a class or not. He was taking the right Biblical course

in response to a potential opportunity to be an unpaid worker at a local church building. The pastor told him that God told him he was to be the teacher. So the gentleman went with it. Only to find out years later that pastor had lied about God telling him. Talk about major heresy by that pastor. All to get his way. **Matthew 5:33-34** "Again, you have heard that it was said to the people long ago, 'Do not break your oath, but fulfill to the Lord the vows you have made.' 34 But I tell you, do not swear an oath at all..."

God Bless,  
Paul Bury

## PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.

There are wise decisions we make in life and there are mistakes. Family Friendly Gaming wants to share some thoughts that can be helpful. Maybe this will bring more joy into your life. Maybe it will allow you to have better physical health. Maybe it will help you reach a better mental, psychological or emotional state. The goal of each column in each month is to share some helpful thoughts to you and your family.

## Power of Prayer

A teacher recently told me one of the biggest problems we humans have is we view God through a microscope, and we view our problems through a telescope. We try to diminish what God can do while we try to amplify the problem we face. We should always turn to God with our problems. If it is in His will it will be solved for us. Maybe it is a trial that we need to grow, and mature. Maybe it is a time of pruning and we need to lose certain things in our lives.

Prayer is one of the most powerful weapons we have. It has been said: "when we work, we work. When we pray, God works." Who has more power-

ful work? Us or God? Those are questions that should not even have to be asked. Yet some people are running around trying to fix everything themselves without turning to God.

It astounds me how my mood improves, and how my attitude improves after each and every time I pray. Prayer is a great reminder that everyone has problems. Everyone has issues. Everyone has something they are dealing with. Everyone has something they struggle with. Prayer helps remind us to focus on others instead of just ourselves. It is amazing how selfish we human beings can be. It is astounding how arrogant some human beings can be. The more time we spend with God in prayer the more we can see where we need to improve. We can see mistakes made, and areas that need to be cleaned up.

Throughout recorded history there have been example after example of people that prayed and miracles that happened. The dead have been brought back to life. Horrible diseases have been cured. People with murderous intent were stopped in their tracks. God has shown small amounts of His power over and over again. Yet some still close their eyes to it,

and pretend like it never happened. Some people stick their heads in the sand, and think that will somehow fix the problem.

God is not a vending machine where you put in some coins and out comes your selection. Some people can not handle that. They think they should get whatever they want because they ask for it. Sometimes not receiving something is a better blessing since there are problems that can come from things we think we want. It has to be within God's will. The Holy Spirit will guide you as long as you are sensitive to His prompting. Remember life is not all about you. Life is not about you getting your way.

Prayer changes us. Which is one of the most important parts of it. When we are connected upwards to heaven with God, we can connect sideways with other human beings much easier. We care more about each of them and their problems. It helps us be other focused instead of self focused. There are rewards that are stored up for us in heaven when we help others for the name of Jesus Christ. Look for every opportunity during your day to pray. While you are driving, walking, and more.



# IN THE

# NEWS

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Originally launched as Nekketsu Kouha Kunio-Kun SP: Rantou Kyousoukyoku in Japan, the game is part of a long-running series of side-scrolling RPG brawlers, sports games, and more. North Americans were first introduced to the series with River City Ransom on the NES, with an updated take on the game arriving several years later on the Game Boy Advance. Multiple spinoff games, including volleyball and fighting games, have followed.

“River City its celebrating its 30th anniversary in Japan in 2016, and we’re excited to be part of the celebration,” said Minoru Kidooka, CEO of Arc System Works. “We’re very excited to be continuing our partnership with Natsume, which included Gotcha Racing and Brave Tank Hero in 2015.”

River City: Tokyo Rumble follows the story of a hot-blooded high school student named Kunio and his good friends. When a nefarious gang moves into Tokyo to try to take it over, it’s up to this self-proclaimed

“fighter for justice” and his buddies to make sure the streets stay safe!

Punch, kick, use weapons such as soccer balls, iron knuckles, chains, and even bicycles to knock some sense into those devious gang members. Take on jobs, level up your abilities, and don’t forget to stop on occasion for a snack or two at the local food joints. Luckily, smiles are free!

Key Features of River City: Tokyo Rumble -

- Play as Kunio, Riki, and other famous fighters from the River City series!
- Take on jobs to earn extra cash, special moves, and more!
- Take a break from the main story to fight in a 4-man Rumble or dodgeball match!
- Take on your friends using Local Play and Download Play!
- Unlock new characters, stages, and songs as you progress through the game!

### Natsume Announces River City Tokyo Rumble for 3DS

Natsume Inc., a worldwide developer and publisher of family-oriented video games, announced that it will bring River City: Tokyo Rumble to the Nintendo 3DS this summer. River City: Tokyo Rumble continues the partnership established last year with Arc System Works, who owns the River City franchise. River City: Tokyo Rumble will be one of several Natsume titles playable at E3 2016, taking place June 14th – 16th in Los Angeles.

“We know there’s a loyal fanbase of the River City series in North America who have been asking for more of these addictive games to play!” said Hiro Maekawa, President & CEO of Natsume. “Whether you’re a longtime River City fan or new to the series, there’s plenty of side-scrolling action to love.”

### Game Guru V1.13 Released

The Game Creators released the latest version of GameGuru, the easy game creation tool, offering parental controls and a version specifically for educationalists.

The refined release of GameGuru (V1.13) includes a number of new and significant features including:

- Save and Load Game Progress Feature - create standalone games with the built-in ability to save your progress
- Now available as a non-Steam standalone installer – GameGuru can now be used behind networked systems, so it’s ideal for education users
- Content restriction mode to protect younger users – new parental control and zero violent content for



teachers

- Ability to import FBX model files to customise your games – GameGuru now supports the most popular 3D file format
- Added new content and usability tweaks (for example - player scripts, faster game restarts, improved explosions, improved scripts, better AI) - continual improvements to the editor and game engine thanks to the GameGuru community feedback

Rick Vanner, Development Director, said today, “The addition of parental controls means that kids can really hone their game development skills with GameGuru in a safe environment. The stand-alone version means that GameGuru can now be used in an educational environment to help kids easily and quickly learn coding and game development skills.

Lee Bamber, CEO and Chief Developer of The Game Creators, said, “This update includes two of our communities most wanted features; the capability to save and reload your game progress for finished games and the importing of FBX model files, which allows 3D content to be imported from Maya, Lightwave and 3DS Max, in addition to the many online asset stores across the internet. There is now greater freedom to import the media that’s really wanted, and greater functionality when the finished game is played.”

“We’re now embarking on a significant update to GameGuru that will include more community requested features, together with an expanded collection of game making assets to widen the scope of what you can make with GameGuru.”

Family Friendly Gaming is pleased to hear about a product like GameGuru on the market. This gives families and schools better control on the content. Hopefully GameGuru works better than the ESRB rating system.

### Adventures in Babysitting on DVD 6-28-2016

Relive the Wild Adventure, Surprises and Laughs Starring Your Favorite Disney Channel Stars Sabrina Carpenter and Sofia Carson!

#### ADVENTURES IN BABYSITTING

Bring Home the Newest Disney Channel Original Movie on DVD on June 28th.

Includes Exclusive Bloopers Available Only on the DVD and a Magnetic Photo Frame!

Synopsis: “Adventures in Babysitting,” inspired by the hugely popular 1980s film of the same name, is an upcoming Disney Channel Original Movie starring Sabrina Carpenter and Sofia Carson. In “Adventures in Babysitting,” a dull evening for two competing babysitters, Jenny (Sabrina Carpenter) and Lola (Sofia Carson), turns into an adventure in the big city as they hunt for one of the kids who somehow snuck away.

Cast: Sabrina Carpenter as Jenny Parker, Sofia Carson as Lola Perez, Nikki Hahn as Emily Cooper, Mallory James Mahoney as Katy Cooper, Max Gecowets as Trey Anderson, Jet Jurgensmeyer as Bobby Anderson, Madison Horcher as AJ Anderson, Kevin Quinn as Zac Chase, Gillian Vigman as Helen Anderson, Gabrielle Miller as Donna Cooper, Michael Northey as Tiny, Ken Lawson as Scalper, Max Lloyd-Jones as Officer



James, Kevin O’Grady as Barry Cooper and Hugo Ateo as Hal Anderson.

Director: John Schultz  
 Writer: Tiffany Paulsen  
 Release Date: June 28, 2016  
 Release Formats: DVD  
 Bonus Features: Exclusive Bloopers  
 Ratings: TV-G (US); PG (CE); G (CF)  
 Aspect Ratio: 1.78:1 Widescreen (Enhanced for 16x9 Televisions)  
 Audio: 2.0 Dolby Digital  
 Languages: English, French & Spanish

### Dungeon Punks Coming This Summer

Hyper Awesome Entertainment LLC, an independent developer of RPGs, will introduce a unique new kind of tag-team side-scrolling brawler RPG with the release of Dungeon Punks for PlayStation®4, Xbox® One, and personal computer. The game looks to reintroduce the feel of multiplayer camaraderie from the arcades of the past by combining key elements of RPGs, fighting games, and 2.5D brawlers into one incredible experience.

“Dungeon Punks combines our favorite ideas from old-school brawlers, RPGs and fighting games to mash-up the intense tactical play you can get from a great fighter with the joy of trouncing tons of bad guys with devastating magic from RPGs,” said Dan Goldstein, co-founder and developer, Hyper Awesome Entertainment. “The tag-team part of Dungeon Punks really sets the game apart with uniquely equipped heroes that work as a team to create fun and devastating combos. In the end, Dungeon Punks feels like playing a Street Fighter RPG – and that is an incredible thing to play with friends!”

About Dungeon Punks  
 Dungeon Punks is a multiplayer side-scrolling brawler RPG with a unique tag-team system that allows each player to control two heroes at once, while managing and controlling a full party of up to six heroes. The adventure can be enjoyed cooperatively by up to three players via couch co-op, or solo with computer-controlled teammates.

- Key game features include:
- Incredible combination of brawler, fighting game, RPG and side-scrolling gameplay;
  - Six wild heroes, each with a distinct and unusual personality as well as unique



# DUNGEON PUNKS

ment upon enemies;

- A large variety of gorgeous levels offering non-linear exploration choices;
- Additional features that make Dungeon Punks a complete Action RPG experience, including tons of quests, mounts, traps, power-ups, weapon types, and distinctive boss monsters.

class-specific special moves;

- A strange story-line that navigates a world of medieval fantasy where magic has taken the place of technology and the resurrection insurance industry has run amok;
- An enormous amount of special magical attacks;
- Highly responsive environments that interact with player and enemy actions, allowing heroes to bring additional punish-

## The Outsider Enters SteamWorld Heist

Image & Form released The Outsider - first add-on content (DLC) for the studio's acclaimed strategy shooter SteamWorld Heist on Nintendo 3DS. The Outsider will cost \$4.99/€4.99/£4.49 or the equivalent.

Meet Fen: the latest member of your Heist crew, and the most unlikely of allies. A Vectron outcast, Fen breaks the ties to the hive mind and becomes one of your most formidable fighters. The Outsider is not a conventional add-on. The new plot, missions, enemies, end boss, guns, utilities and dozens of new hats - of course! - blend seamlessly into the game. This means that, aside from starting afresh, you can pick up earlier save profiles, discover the history of Fen, and add the character to your roster pretty much immediately. And what an addition it is!

"Fen's got some really fearsome firepower and clever upgrade mechanics that turn kills into own health and massive damage to others," says Image & Form CEO Brjann Sigurgeirsson. "Busting up metal has never been this rewarding!"

Outside of The Outsider, April 28 also sees a substantial free update to SteamWorld Heist itself. Players that prefer to have their steam-driven robots speak in French, German, Italian, Spanish or Russian will be happy, and due to popular demand we've also expanded the inventory a bit - now you have more empty slots from the outset, and getting new slots will be less taxing on your water reserves. And there's more utilities.

Installing the free update makes The Outsider available from within SteamWorld Heist. No word on a physical copy version of this game at this time. Families are required to pay for Internet usage fees to download this game. For more information click here.

## NFL Draft Rookies Make their Debut in EA Sports Madden NFL 16

The NFL's newest players have officially made their Madden NFL digital debut, with all first-round picks from last night's 2016 NFL Draft available in Madden NFL 16. Highly-touted players such as Carson Wentz, Joey Bosa, Ezekiel Elliott and first overall pick Jared Goff are now in packs in Madden Ultimate Team™, ready to take their shot out on the field.

Madden Ultimate Team is the series' fastest-growing mode, challenging fans to build the best team possible from an ever-growing collection of current NFL players, all-time legends and newly-drafted rookies. Prove your skills either in Solo Challenges, or go online and take on other Ultimate Teams.

Those who haven't yet experienced Madden NFL 16 have another chance to get in on the action with a special free trial\* available right now on Xbox One and PlayStation®4. The trial includes access to the full game, so players can experience everything Madden NFL 16 has to offer, including new playmaker gameplay features on both sides of the ball, the new Draft Champions mode, and their first chance to play as NFL first-round draft picks in Madden Ultimate Team.

Madden NFL 16 is developed in Orlando, Florida by EA Tiburon and is available now for Xbox One, PlayStation®4, Xbox 360® and PlayStation®3.

All player participation has been facilitated by NFL Players Inc., the licensing and marketing subsidiary of the NFL Players Association (NFLPA).

Families are required to pay for Internet usage fees to download this content. For more information click here.

## SOEDESCO buys IP of Soccer Legends

Dutch publisher SOEDESCO substantiates its ambitions in the game publishing industry for the near future by buying the IP of Soccer Legends from Spanish development studio Digital Lightning. SOEDESCO management announced that they reached an agreement with the developer Digital Lightning on the sale of the IP of Soccer Legends.

"There is a lot of potential in the Soccer Legends brand", says Executive Manager Hans van Brakel after closing the deal. "It is quite unique on the market and we are now exploring what possible new paths we can strike with it." Soccer Legends will be the second IP of the publishing house SOEDESCO after they bought the Adam's Venture franchise in April 2015.

With the acquisition of Soccer Legends SOEDESCO emphasizes its ambition on the worldwide game publishing market. The IP will enhance the already fast growing portfolio of the Dutch publisher. After some general analysis and evaluation of the brand further announcements are to be expected. "This deal will open up new perspectives for SOEDESCO and the IP of Soccer Legends", says van Brakel. "At the moment we are exploring all possible directions we might take with the brand. We will use the coming time to figure out in which way we can integrate Soccer Legends in the SOEDESCO portfolio."

Soccer Legends is a combination of Tactical-RPG and soccer game. Managing a team, controlling it in the spectacular turn-based matches where taking the initiative and selecting the best strategy is the only way to glory.





Soccer Legends takes the best facets of board games and blends this with gorgeous animation sequences with the

soul of 90's anime series. At its core, players can build their team from scratch, take decisions, form a squad, manage resources and buildings and improve squad members.

SOEDESCO first announced their collaboration with Digital Lightning Studios in April, the Early Access of Soccer Legends started in August 2015. In spring 2016 negotiations about the acquisition of the Soccer Legends IP led to a successful conclusion.

### The Legend of Zelda for Wii U at E3

Nintendo will transform its booth at the E3 video game trade show next month in Los Angeles to immerse fans in the world of the newest game in The Legend of Zelda franchise – playable for the first time ever at the show. To ensure attendees are able to truly experience the freedom of exploration the game offers, The Legend of Zelda for Wii U will be Nintendo's focus of the show this year, and will be the only playable game in Nintendo's booth via extended demos.

Nintendo's kickoff to the E3 show happens at 9 a.m. PT Tuesday, June 14, when Nintendo of America President and COO Reggie Fils-Aime introduces Nintendo Treehouse: Live, which will be dedicated to a day of live-streamed gameplay of The Legend of Zelda. This will be the world's first in-depth look at the game, which will also include commentaries by Nintendo developers.

### A Land Fit For Heroes Releases

Liber Primus Games, developer of the Narborion Saga, in collaboration with Gollancz, an imprint of the Orion Publishing Group, are pleased to announce that their handheld fantasy adventure app, based on the bestselling Richard Morgan trilogy of books A Land Fit For Heroes is now available on Windows PC for Steam. A Land Fit For Heroes is now available on Windows PC for Steam as a digital download.

The game features a host of updates and optimized content for the Windows PC version, including improved combat and a completely revamped combat UI system for both single player and multiplayer modes. Also included is the ability for certain characters to dungeon crawl, pick locks and find loot with the aid of new mini games. 'Reading music' and 'combat music' variations have also been included based on commu-

nity feedback.

The game-book app, A Land Fit For Heroes, launched on the App Store for iPhone, iPad, iTouch as well as Amazon Kindle Fire and Android on Google Play last year. Produced in collaboration with Richard Morgan, the story runs parallel to that of the first volume in his book trilogy, The Steel Remains. Morgan's fantasy series of books is published by Gollancz.

"Bringing A Land Fit For Heroes to Steam has been worth the wait. The optimized PC format has allowed us to create a bespoke PC playing experience and introduce new features based on community feedback from the mobile app version," said Executive Producer Denes Csiszar.

Families are required to pay for Internet usage fees to download this game. For more information click here. This game is not rated by any organizations for content that may be offensive to families.

### Starship Corporation Launches

Publisher Iceberg Interactive and developer Coronado Games are pleased to announce they have today launched their starship-building simulation title Starship Corporation (PC) into the Steam Early Access program. Starship Corporation is available for purchase at a price point of \$ 19.99 with a 10% discount during the week of launch on Steam.

David Murent, lead developer at Coronado Games says: "We are excited to reveal our unique game to players all over the world and we are very curious to see what kind of imaginative ship designs and gameplay strategies will unfold from the gaming community. We are eagerly looking forward to player feedback to further enhance the development process."

Starship Corporation lets players become intergalactic manufacturers of their

dream spaceships, big or small. Design and build spaceships for a hugely demanding galaxy-wide market. It is you who must decide which technologies to invest in, where to open new offices and where to establish new markets. Every little detail about your ships is up to you, from the interior layout to the location of each elevator, corridor and power line. Build your reputation by testing the mettle of your ship and crew in a series of real-time strategy missions to simulate emergency or combat situations, push your vessel to its limit and let the competition know just what they are up against.

Game features:

- Sandbox Mode with access to the Solar System's Trade Network and its procedural generation of ship design contracts
- 153 unlockable rooms and facilities for construction
- 23 Missions for standard operation, emergencies as well as hostile encounters to

test your ship in Crew Management

- 14 unlockable fuselages

This game is a digital download only. Families are required to pay for Internet usage fees to download this content. For more information on the physical copy movement please click here.

# STARSHIP CORPORATION



# WE WOULD PLAY THAT!

# REVIEWS

There are all kinds of cool family friendly video game ideas out there. This column features ideas of video games we would play. We hope games like these are created in the near future. Can you make it happen?

Video games teach us a wide array of things. From how to shoot people in the head (as if that is a skill many of us will ever need in the real world), to pattern recognition. Coming up with unique solutions to problems is one of my favorite lessons in the video game industry. It would be awesome if there were video games that taught important concepts like honesty. Could you imagine a video game that taught all gamers to have integrity? It might even help the PR folks. Maybe they could stop lying, and start to speak the truth again.

It could have an immediate impact on the video game industry.

Video games could be used by all industries to make the entire culture better. Society could improve when people return to honesty. The coolest thing about a video game that would teach honesty is it could be any kind of a game. From an indie game to an action adventure game. The main character(s) would be faced with dilemmas. They could face them head on or they could try and take a short cut. The short cut would of course hurt them in the long run. Thus the game would teach that honesty was the better choice to make in the long run.

If the hype lies stopped it would improve the mood of those in the gaming media. Cynicism would die away, and optimism would return. Conversations within gaming media outlets would

be anticipation for a new product instead of dread. Why is there dread for so many new products? Because the hype is almost never real. Every company says they are leading, every company says their game is the most amazing. They have lost the concept of humility, just as they have lost touch with reality.

Gamers themselves would become less cynical if the hype stopped. If true honest appeared in the press releases. If a thankfulness to the fans was constantly expressed. A video game teaching honesty could improve the video game industry, and improve the entire world. So which game developer out there wants to make the industry and the world a better place? Who is up for the challenge? Is there a game that teaches honesty already on the market? If so, what is it?

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

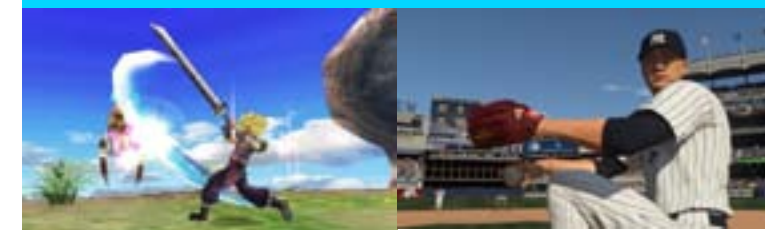
**CONTENTS** Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: [Gamereviews@familyfriendlygaming.com](mailto:Gamereviews@familyfriendlygaming.com).

## Ephesians 4:14-16

14 Then we will no longer be infants, tossed back and forth by the waves, and blown here and there by every wind of teaching and by the cunning and craftiness of people in their deceitful scheming. 15 Instead, speaking the truth in love, we will grow to become in every respect the mature body of him who is the head, that is, Christ. 16 From him the whole body, joined and held together by every supporting ligament, grows and builds itself up in love, as each part does its work.

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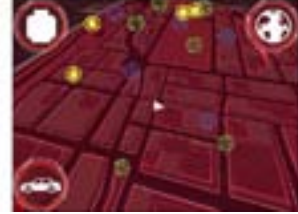






# Final Fantasy Explorers

SCORE: 58



# Lego Marvel Avengers

SCORE: 68



Hopefully you read my preview for Final Fantasy Explorers on the Nintendo 3DS. It expresses the depth of disappointment I have in this hand held video game. The graphics are not that great, the quests are boring, and the job system is pointless. Final Fantasy Explorers also has a major problem with not properly explaining how to do certain quests. Which led to real world frustration, stress, and anger. I play video games to avoid those things, not increase them.



I like the concept of crystal surge in Final Fantasy Explorers. By using enough magical/special attacks we can power up and use even more powerful ones for a small amount of time. Problem is it felt random which crystal surge I would receive. I could keep doing the same two attacks and wind up with different crystal surges. I wish normal attacks would build the

crystal surge.

Final Fantasy Explorers has Final Fantasy music and sounds. There are also numerous characters, and monsters from the Final Fantasy video games. None of them are represented very well in Final Fantasy Explorers though. Players can also purchase monsters and have them fight for you. Up to three monsters are eligible in your team. Final Fantasy Explorers plays offline,



local (as long as each player has a copy of the game), and the lame online game play mode.

There are twenty meaningless jobs in Final Fantasy Explorers. They can change your stats and what weapons/armor that can be carried by your character. Some of the issues families will have with Final Fantasy Explorers are violence, magic, enticement to lust, false gods/goddesses, enticement to lust, boring battles, even more boring bosses, ghosts, and undead.

The save system in Final Fantasy Explorers is so clunky. Why do I need to leave town, and come back into town just to save? Bosses in Final Fantasy Explorers have limited attacks, and can easily be dealt with if you have time. Dying is no big deal since all you lose is five minutes on your generous clock to complete the quest. I value Final Fantasy Explorers at ten dollars.

- RPG Master

For as long as I could remember Family Friendly Gaming was provided two reviewable copies for Lego video games. One for the home consoles, and one for the hand helds. I loved seeing a box coming in and there were two Lego video games in them. I got to play the hand held versions when the reviews were done. Then not that long ago something changed. The gaming companies decided to pawn the distribution costs off on us (and consumers). We recently started to receive download codes for the home console version only.



Thankfully my dad stepped up to the plate and did the right thing. He started saving Family Friendly Gaming money to purchase the physical copies of these games when they came down in price. Lego

Marvel Avengers on the Nintendo 3DS is the perfect example. This is a fun game for kids that has the Lego charm. I hope WB Games returns to traditional values soon.

There are sixteen levels in Lego Marvel Avengers with a small open world areas to explore. I got stuck in Lego Marvel Avengers on the 3DS a lot. My dad had to help me through certain areas. He had to replay certain levels because Lego Marvel Avengers will get stuck in certain areas. I did something out of order and the game got confused and did not present the next thing I needed to finish the



area. So it just got stuck. Like a lock up but I could still move my character around.

Lego Marvel Avengers suffers from lag, glitches, violence, magic, and more. Lego Marvel Avengers follows the Ultron movie only. There is less in Lego Marvel Avengers on the Nintendo 3DS than in the home consoles. Which is fine by me. I noticed driving around in the city in a car is so overpowered. We can destroy other Lego vehicles in one hit. There are secrets in the world areas to find.

I value Lego Marvel Avengers at fifteen dollars. It would be a good deal to find it for ten dollars in my opinion. There is enough in this game to warrant that price. It is pretty easy to get multiple gold bricks in each area of Lego Marvel Avengers. Thankfully Lego Marvel Avengers does not limit us with a timer, or needing so many gold bricks to progress to the next level.

- Kid Gamer

Publisher: Square Enix  
Developer: Intelligent Systems  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Alcohol Reference, Fantasy Violence, Mild Suggestive Themes}



Graphics: 55%  
Sound: 70%  
Replay/Extras: 60%  
Gameplay: 50%  
Family Friendly Factor: 55%

Publisher: Warner Bros. Interactive  
Developer: TT Games  
System: Nintendo 3DS  
Rating: 'E10+' - Everyone TEN and OLDER ONLY {Cartoon Violence, Comic Mischief}



Graphics: 60%  
Sound: 75%  
Replay/Extras: 75%  
Gameplay: 60%  
Family Friendly Factor: 70%



# PUZZLES UNDER THE HILL

An EnseñaSoft, S.A. de C.V. Production  
 A game designed by Samuel DenHartog  
 With art from Luis Millán-Humaran, Carcará  
 Studio & Meta3dStudios And digital images from  
 the National Gallery of Art

© Copyright 2014 by EnseñaSoft, S.A. de C.V.



ADVERTISEMENT



## Mega Man Legacy Collection

SCORE: 65



Thank you for your patience for Family Friendly Gaming to provide a review for Mega Man Legacy Collection on the Nintendo 3DS. I am thankful Family Friendly Gaming had enough money to purchase this game since the PR & Marketing for Capcom failed us so completely. Mega Man Legacy Collection is a special game because it is one that moved from the dreaded and despised digital download to the physical copy realm.

Mega Man Legacy Collection contains the 8-bit NES versions of the first six Mega Man video games. There is Mega Man, Mega Man 2, Mega Man 3, Mega Man 4, Mega Man 5, and Mega Man 6. There is also some images of artwork,

manuals, and more on this cartridge. Mega Man Legacy Collection also contains challenges. Think of like NES Remix. We have to beat certain bosses quickly, get through sections of levels, and more. It is pretty neat actually.

Mega Man Legacy Collection contains violence as Mega Man shoots the enemies with a variety of weapons. Once Mega Man defeats a boss he gets a special power up weapon related to that boss.



There is a specific order to play through the levels in Mega Man Legacy Collection. This handheld game does not share what that is. Passwords

are also used to get through levels in Mega Man Legacy Collection.

I am a bit disappointed in the emulation in Mega Man Legacy Collection. Graphical glitches and detection glitches are found in this early video game franchise. I had forgotten how frustrating these games can be. Gamers need to be very skilled to beat the levels and bosses in Mega Man Legacy Collection.

I love how Mega Man Legacy Collection is a physical copy of retro video games on modern day systems. I hope to see more of this in the coming months and years.

- Paul

Publisher: Capcom  
 Developer: Digital Eclipse  
 System: Nintendo 3DS  
 Rating: 'E' - Everyone SIX AND OLDER ONLY {Mild Cartoon Violence}



Graphics: 55%  
 Sound: 70%  
 Replay/Extras: 80%  
 Gameplay: 60%  
 Family Friendly Factor: 60%





# Brothers



SCORE: 38

I am thankful Family Friendly Gaming purchased a physical copy of Brothers on the Xbox One on Black



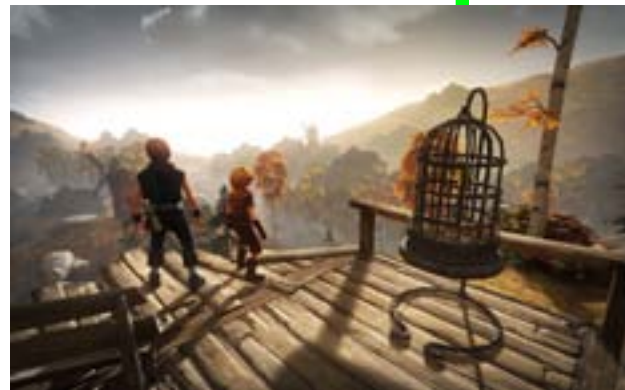
Friday. It is one of those games I was interested in playing. I did not know much about this game except it was controversial. After playing Brothers, and going through the Director's behind the scenes I know why. Brothers is dark, with all kinds of adult themes in it.

The dark themes of death, murder, suicide, hopelessness, false gods, idol worship, despair, ghosts, blood, and gore are bad in Brothers. To make matters worse the controls in Brothers are horrible. The jumping mechanic is a classic example. The timing on this is annoying. A button press would have made intelligent sense. Nope, Brothers has us press the direction, hold the trigger, let go of the trigger,

and press it again (and hold) to jump to the next hand hold.

There are two brothers that

one player controls in Brothers. The right stick controls the younger brother, and the left stick controls the older brother. Herding cats would be easier than trying to move the two brothers around. Why not have this be a cooperative two player experience where each player controls a brother? That would make so much more sense.



SPOILER ALERT! The only time Brothers controls partially worth a hill of beans is when the older brother dies. Ultimately the entire journey in Brothers feels like a waste of time. Like going on the quest in the first place was a bad idea. Should have stayed home, the father got better. The one positive I can see from the older brother dying in Brothers is there will be no sequels.

The language in Brothers is odd. It can be difficult to understand what they are saying. Sometimes the hand motions help explain the story. I also noticed Brothers expects players to stop and smell the roses within this short game.

Interact with all kinds of things to find more offensive content. I passed on that once I found out the demented minds behind Brothers thought the dark subject matter was funny.  
- WMG



Publisher: 505 Games  
Developer: Starbreeze AB  
System: PC/PS4/Xbox One(tested)  
Rating: "T" - Teen THIRTEEN and OLDER ONLY (Mild Language, Suggestive Themes, Violence)

Graphics: 40%  
Sound: 50%  
Replay/Extras: 50%  
Gameplay: 10%  
Family Friendly Factor: 40%

# VIDEO GAME LIES

by Paul Bury

Version 2

**BUY IT NOW RIGHT HERE**





# Killer Instinct

SCORE: 38

On Black Friday 2015 I saw Killer Instinct on sale for a really low price. I had played a little bit of the Nintendo 64 version of this fighting game, and wanted to give it a chance. I knew Killer Instinct would come with a long list of issues, problems, and bad stuff. I also knew the publisher would never send Family Friendly Gaming a copy because we use the word Christmas in press releases instead of the offensive and highly divisive word holidays. Still don't think Christians are treated like third class citizens in the industry?

Killer Instinct has a lot of violence, and a lot of blood. Killer Instinct also has enticement to lust, lack of attire, odd characters (undead, robot, wolfman, etc.), and more. There is local and the dreaded and despised online game play in Killer Instinct. There are eight characters and nine stages. More can be purchased by paying Microsoft even more money for the DLC. It feels like



buying half of game, and then being asked to pay again for the rest of the game.

The graphics in Killer Instinct are very detailed. The controls can be confusing and tough to pull off. Players can enact massive combos and also combo breakers. The computer is tough to beat in Killer Instinct. Killer Instinct can lead to real world anger. Players have to gain fight titles, and KP (in the battles) to earn enough to purchase different colors, stages, weapon, taunts



and more. This is part of the customization.

The local mode in Killer Instinct contains Arcade, Versus, Survival, Dojo, and Practice. I got bored with Killer Instinct really fast. You have to be deeply into Killer Instinct to even want to play this game beyond a few hours. Multiple family members playing locally is the best way to play this difficult fighter. Please be aware it can lead to real world arguments.

I suggest Family Friendly Gaming Universe passes on Killer Instinct on the Personal Computer and Xbox One. The announcer is annoying, and the game seems to like to let one player string together combos, or break the other players combos. That momentum then swings later, and finally back again. I experienced times when nothing worked for me, and then everything did. Killer Instinct is slightly better than Street Fighter V.  
- Teen Gamer

Publisher: Microsoft  
Developer: Rare, Double Helix Games, Iron Galaxy  
System: PC/Xbox One(tested)  
Rating: 'T' - THIRTEEN and OLDER ONLY (Blood, Mild Suggestive Themes, Violence)



Graphics: 30%  
Sound: 50%  
Replay/Extras: 40%  
Gameplay: 40%  
Family Friendly Factor: 30%



# J-Stars Victory VS+

SCORE: 56



Since the PR and Marketing department for Bandai Namco Games failed us so horribly, I purchased a copy of J-Stars Victory VS+ on the Playstation 4. Maybe the PR and Marketing greed and corruption is to blame since Family Friendly Gaming does not promise to deliver a completely positive, make them more sales review. Those kinds of reviews has cost plenty of gaming sites credibility when the hype does not match the end product.

J-Stars Victory VS+ contains violence, blood, false gods, enticement to lust, lack of attire, demons and more. There are numerous anime characters in J-Stars Victory VS+ from a variety of franchis-



es. Players pick two characters, and then one support character. There are fifty-two playable characters and fourteen support characters. In game currency is used to purchase most of the characters.

There are fourteen stages to fight in J-Stars Victory VS+. A few of the stages in J-Stars Victory VS+ contain traps that will hurt anyone that is in the vicinity. There is a local multiplayer mode where way too much of the screen is chopped off. The Japanese voices on all of these characters is annoying. I understand some never made it to the states, but it makes J-Stars Victory VS+ feel half

done. The single player experience in J-Stars Victory VS+ is about flying a ship through the different anime worlds to get money to unlock characters. It is how the different franchises in J-Stars Victory VS+ connect.

The single player experience has good balance to it. Fighting in J-Stars Victory VS+ can get repetitive. Using your J-Burst can turn the tide of a battle if used at the right time.

Friendship is important in J-Stars Victory VS+. There are three levels of friendship in this fighting video game. The deeper the friendship the more powerful the J-Burst attacks. It is definitely worth it to work on the character's friendship. If you ever wondered if Kakarot would beat Naruto then J-Stars Victory VS+ may be the game for you. The small graphics and confusing controls means this game is not for everyone. Mainly for anime geeks.  
- Teen Gamer

Publisher: Bandai Namco Games  
Developer: Spike Chunsoft  
System: PS Vita/PS3/PS4(tested)  
Rating: 'T' - THIRTEEN and OLDER ONLY (Cartoon Violence, Crude Humor, Mild Language, Suggestive Themes)



Graphics: 40%  
Sound: 50%  
Replay/Extras: 80%  
Gameplay: 60%  
Family Friendly Factor: 50%





# Tony Hawk's Pro Skater 5

SCORE: 58

I am thankful Family Friendly Gaming purchased a copy of Tony Hawk's Pro Skater 5 after the PR and Marketing for Activision failed us so utterly. This skating game is hard. In fact casual gamers will only get frustrated, aggravated, agitated, irritated, and angry from playing Tony Hawk's Pro Skater 5. Why can't they make this game more approachable? The tutorial is an important part of Tony Hawk's Pro Skater 5. Even then Tony Hawk's Pro Skater 5 is extremely difficult.

I had to turn the music off in Tony Hawk's Pro Skater 5. The ugly, mean, hate filled music are what gives it the thirteen and older ESRB rating. The ESRB missed the violence and gore in Tony Hawk's Pro Skater 5. What kind of gore? A characters head can expand and then explode off the body. There is also the violence of crashing and seeing the characters body flop around in stomach turning ways.



Tony Hawk's Pro Skater 5 contains multiplayer areas, multiple real skaters, your own character customization, and multiple missions in each area. I wish Tony Hawk's Pro Skater 5 let players progress after beating a couple of the missions. Some of the missions in Tony Hawk's Pro Skater 5 are near impossible to figure out. Do not expect much help from this game in how to beat them either.

Being able to build our



# MLB 16 The Show

SCORE: 75



Sony continues to backslide with their baseball franchise. MLB 16 The Show is marginally different from last year. The challenge plays are rarely close enough to be overturned. The PR and Marketing for Sony has struck out for the second year in a row. There is no PS Vita version for MLB 16 The Show since Sony tried to go with the despised and dreaded digital download only version last year on the Vita. That's right there was no physical copy of the Vita version, and it killed the franchise. Whereas the physical copy had always done fine. Who is making decisions over at Sony?

The modes in MLB 16 The Show are Road to the

Show (online, of-line, continue from MLB 15 The Show), Diamond Dynasty (online), Franchise (online, offline), Play Now (online, offline), My Locker (online), Mini Modes, Home Run Derby (online, offline), Batting Practice (offline), Pitching Practice (offline), Post Season (offline), and Challenge of the Week (online).

There is also Game Rooms, Leaderboards, Roster Updates, Vaults, Game History, Announcements, and Media. All of those areas are online only. Which means Sony continues to make the



wrong decision by neglecting the local offline modes. They are trying to push families into online game modes, and a large Internet usage plan to pay for it. Families can create their own

player in MLB 16 The Show. There are some songs in MLB 16 The Show that families will find offensive. They can be turned off one song at a time, or all of the lame music can be turned off in MLB 16 The Show. The announcers are generally accurate. At times I could tell different sound bytes were loading.

I value MLB 16 The Show around ten dollars. There are less modes for normal local play. MLB 16 The Show can also generate arguments in the real world. MLB 16 The Show feels like it has some kind of momentum engine. When things go wrong it can be difficult to turn it around and get back on track. - Frank

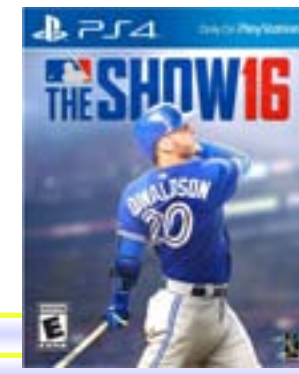


Publisher: Activision  
 Developer: Robomodo, Fun Labs, Disruptive Games  
 System: Xbox 360/Xbox One/PS3/PS4(tested)  
 Rating: 'T' - Teen THIRTEEN and OLDER ONLY {Mild Lyrics}



Graphics: 60%  
 Sound: 50%  
 Replay: 80%  
 Gameplay: 40%  
 Family Friendly Factor: 60%

Publisher: Sony Computer Entertainment  
 Developer: Sony San Diego Studio  
 System: PS3/PS4(tested)  
 Rating: 'E' - Everyone SIX and OLDER ONLY



Graphics: 80%  
 Sound: 70%  
 Replay/Extras: 85%  
 Gameplay: 70%  
 Family Friendly Factor: 70%





## The Last Ship Season One

SCORE: 60

On Black Friday in the year of our Lord 2015 I saw The Last Ship Season One for a really low price. I think I paid four to maybe ten dollars for it. I did not know anything about it, and decided to gamble that it might be interesting. I am very thankful I did because The Last Ship Season One is a very interesting show with quite the premise. A virus called the red flu kills eighty percent of the Earth's population.



The Last Ship Season One is blood, gore, sexual deviancy, sex outside of marriage, death, explosions, bad language, and infected people with their boils.

The military aspect of The Last Ship Season One is done really well. The same thing goes with the humor. Lines like: "the Geneva convention does not exist anymore, Geneva does not even exist."

Adam Baldwin from Firefly does an amazing job

The crew on the USS Nathan James is not aware of this as they have two CDC scientists collecting samples from the Arctic. The scientists are actually trying to find the origin of the virus which comes from birds. They then work on surviving in this new world, finding a vaccine, and hope to find a cure. We see a real lesson in might makes right in The Last Ship Season One.

Some of the bad stuff in



## Dungeon Explorer

SCORE: 62



I am thankful Family Friendly Gaming purchased a Turbograft-16 and Dungeon Explorer for this review. Ever wonder how long some companies have been making the video game industry a worse place to be in? Dungeon Explorer answers that question if you are looking at Atlus. A company that really needs to go away.

Dungeon Explorer sounds okay. There is plenty of talk of magic, and aliens in Dungeon Explorer. There are also beliefs in false gods, and goddesses in Dungeon Explorer. The over head viewpoint looks great in Dungeon Explorer in my opinion. It makes Dungeon Explorer feel like a little deeper Gauntlet video game. At least to me. Expect to shoot at a variety of monsters, and their monster generators. Hmm, what other game uses monster generators. Yup Gauntlet again. There is not much strategy or diversity in Dungeon Explorer.

Thankfully there are no new Dungeon Explorer video games being made. There was a sequel to this game on the Turbograft-16, and on other systems later on. Fans of Gauntlet video games who want a bit more depth will be the kind of people interested in playing Dungeon Explorer. I hope to never see this game again personally. Dungeon Explorer is not my thing. - Mark

Publisher: Hudson Soft  
Developer: Atlus  
System: Turbograft-16  
Rating: 'NR' - Not Rated

Graphics: 50%  
Sound: 80%  
Replay: 80%  
Gameplay: 50%  
Family Friendly Factor: 50%

in The Last Ship Season One. I just wish he had made some comment about grenades in The Last Ship Season One. Eric Dane plays an amazing captain of the ship in The Last Ship Season One. Rhona Mitra does a fantastic job as the head scientist in The Last Ship Season One. Her struggles are very real in The Last Ship Season One.

The Last Ship Season One is a show for the older members of the family. I enjoyed the drama, and story being told. I am not a fan of there being only ten episodes. Some of the bonuses are cool like the 2014 Comic Con panel. I wish a bit more could have been left

to the imagination in certain bloody scenes. I know The Last Ship is currently running in its third season. I plan on continuing to watch this show as long as season prices are ten dollars or less. - Paul



Publisher: TNT  
Developer: TNT  
System: DVD  
Rating: 'TV-14' FOURTEEN and OLDER ONLY

Graphics: 50%  
Sound: 60%  
Replay: 60%  
Gameplay: 70%  
Family Friendly Factor: 60%



## Outrun 2019

SCORE: 84



I am very thankful that Family Friendly Gaming purchased a copy of Outrun 2019 on the Sega Genesis. This retro game takes the Outrun model, and tries to envision what futuristic driving would be like. As we are a few years from 2019 (writing this review in 2016), it is interesting to see what the designers thought cars would look like. Outrun 2019 teaches us to avoid hitting other cars on the road.

The music in Outrun 2019 is fantastic. I love it. I really got into it while I was playing this cross country road trip experience. The graphics for Outrun 2019 were good for the day. In fact Outrun 2019 looks better than many current indie video games. Isn't it sad that a 16-bit video game looks better than many currently created video games? Signs tell us where the road splits, and when turns are coming.

Outrun 2019 is not for everyone though. This home console racing video game requires fast reflexes. Also some wisdom in when to use the gas and when to let off a little. Still I had fun Outrun 2019 even though I am not the best at these kinds of video games. Outrun 2019 reminds me of the Outrun arcade game and how cool that experience was. I want to see more games in this franchise. - Paul

Publisher: Sega  
Developer: SIMS Co, Ltd  
System: Genesis  
Rating: 'NR' - Not Rated

Graphics: 90%  
Sound: 90%  
Replay: 80%  
Gameplay: 80%  
Family Friendly Factor: 80%



# SPORTS



Product: MXGP2 - The Official Motocross Videogame  
Company: Milestone  
System: PS4/Xbox One/PC  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER ONLY







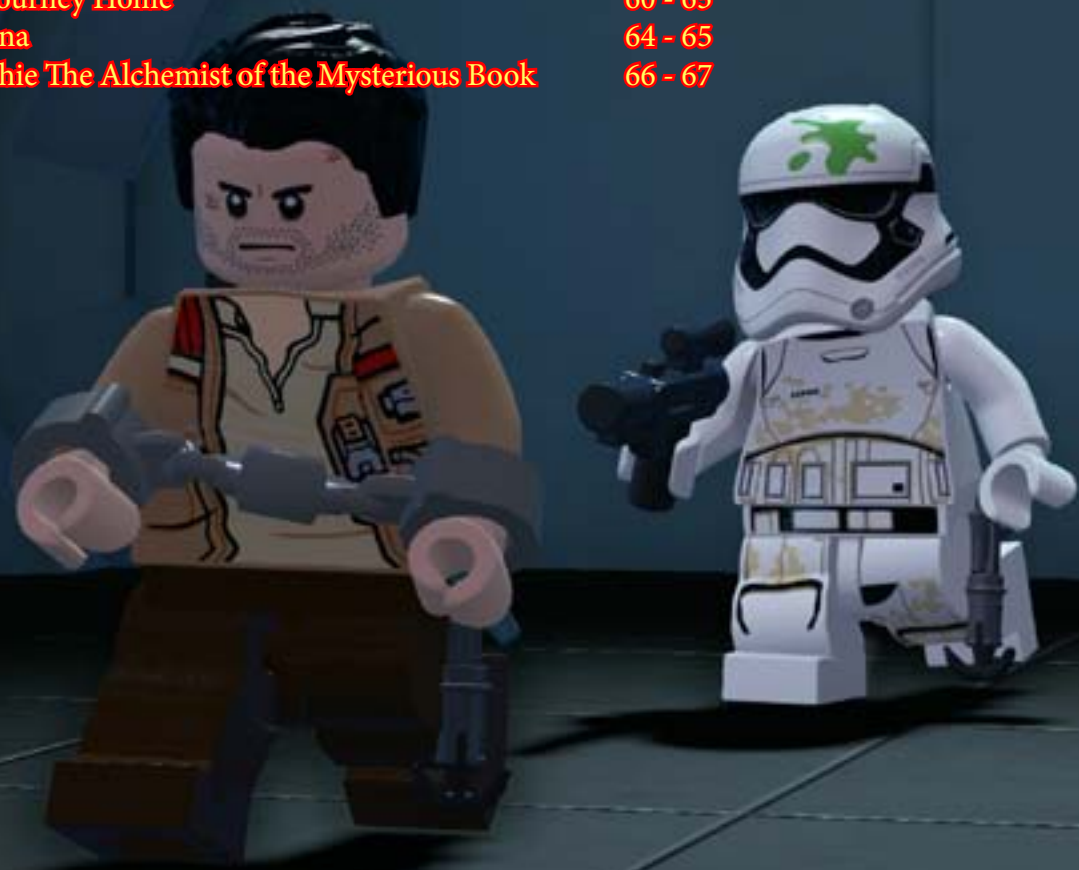
Product: MXGP2 - The Official Moto-cross Videogame  
Company: Milestone  
System: PS4/Xbox One/PC  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER ONLY



# DEVELOPING

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# GAMES







Product: Final Fantasy XV  
Company: Square Enix  
System: PS4/Xbox One  
Release Date: September 30,  
2016  
Rating: 'RP' - Rating Pending





Product: Final Fantasy XV  
Company: Square Enix  
System: PS4/Xbox One  
Release Date: September 30, 2016  
Rating: 'RP' - Rating Pending







Product: Final Fantasy XV  
Company: Square Enix  
System: PS4/Xbox One  
Release Date: September 30,  
2016  
Rating: 'RP' - Rating Pending





Product: Lego Star Wars The Force Awakens  
Company: WB Games  
System: PC/Wii U/PS3/PS4/Xbox 360/Xbox One  
Release Date: June 28, 2016  
Rating: 'RP' - Rating Pending





Product: Lego Star Wars The Force Awakens  
Company: WB Games  
System: PC/Wii U/PS3/PS4/Xbox 360/Xbox One  
Release Date: June 28, 2016  
Rating: 'RP' - Rating Pending





Product: Romance of the Three Kingdoms XIII  
 Company: Koei Tecmo  
 System: Playstation 4/PC  
 Release Date: July 5, 2016  
 Rating: 'RP' - Rating Pending





Product: Romance of the Three Kingdoms XIII  
 Company: Koei Tecmo  
 System: Playstation 4/PC  
 Release Date: July 5, 2016  
 Rating: 'RP' - Rating Pending





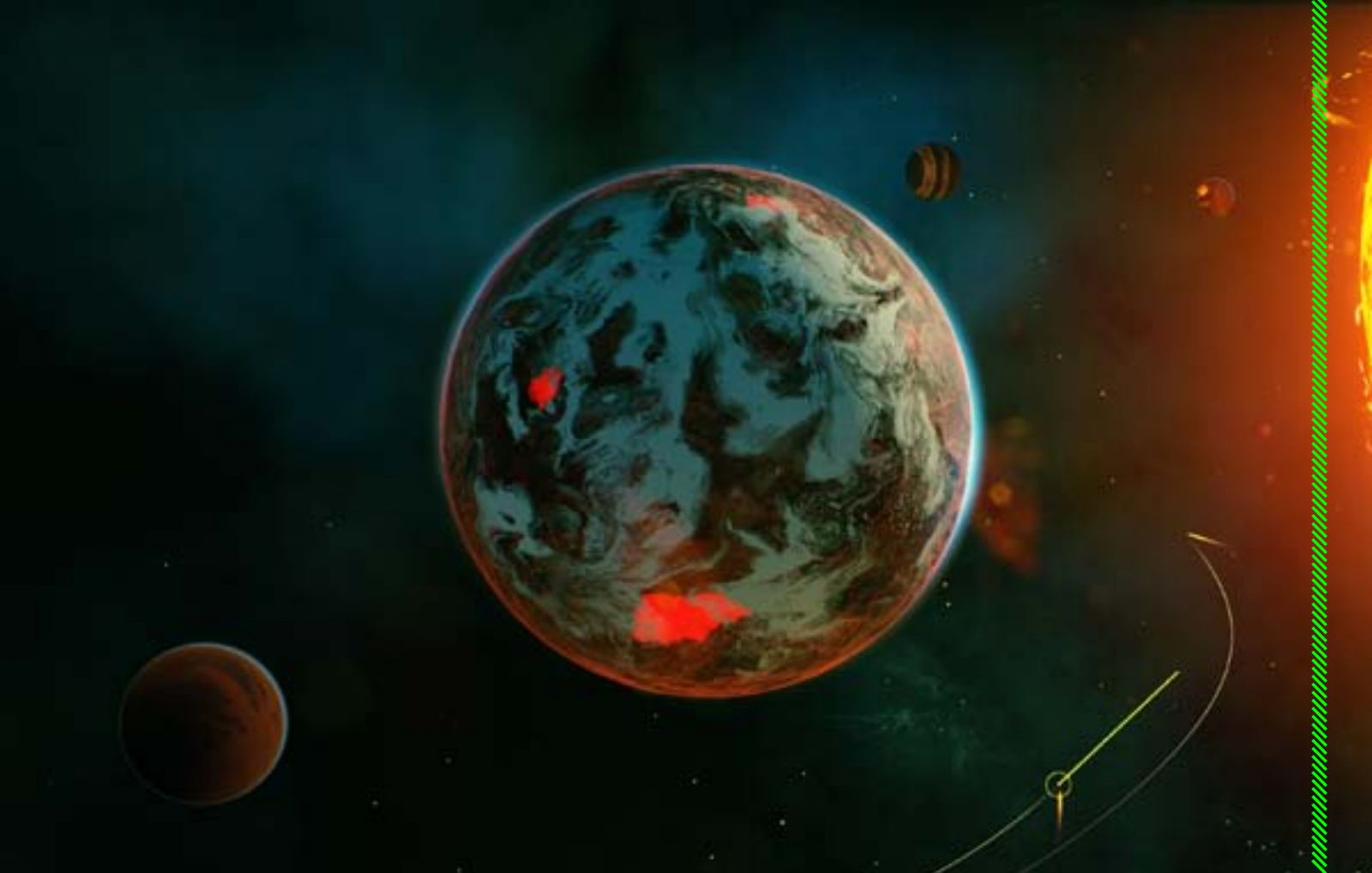
Adjust

Defining Gai	Ass. Skill	Command	Stun Type	Stun Length	Max Stun	Weapon	Stun
Officer							
X	He Jin	36	30	Light Bow	3100	Star Lance	Boots
	Multi-Useless	0Day				Attack Command	
X	Cao Cao	138	80	Light Horse	3100	Scouting Bow	Boots
	Multi-Useless	0Day				Horse B	Daring Command
X	Yuan Shao	98	80	Light Bow	3200	None	Boots
	Multi-Useless	0Day				Bow B	Store at Soldier
X	Zhu Jun	78	80	Light Bow	3200	None	Boots
	Multi-Useless	0Day				Bow B	Volley Command
X	Chen Gong	78	80	Light Horse	3200	None	Boots
	Multi-Useless	0Day				Horse C	Honor Officer Formation



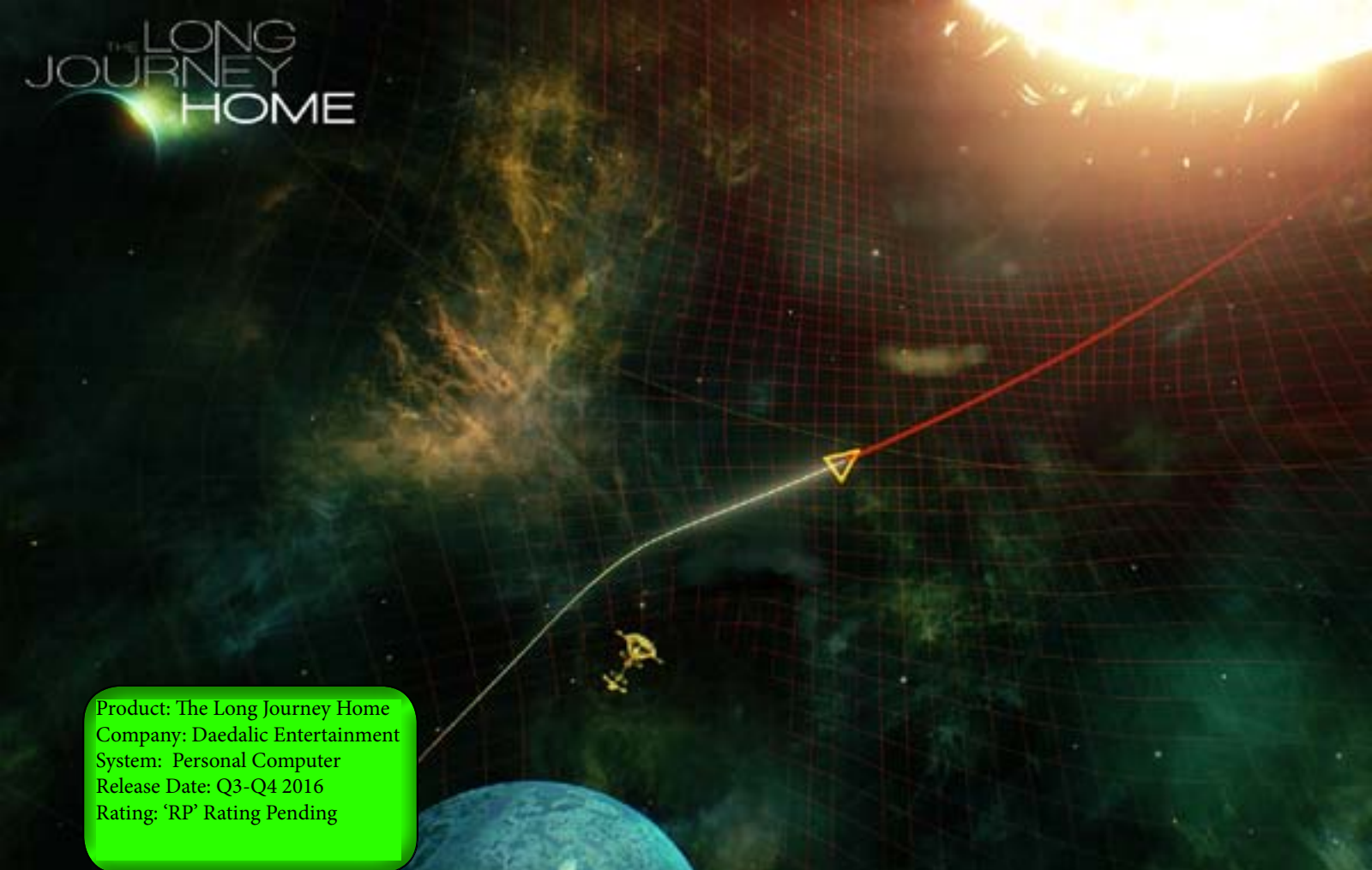
Product: Romance of the Three Kingdoms XIII  
 Company: Koei Tecmo  
 System: Playstation 4/PC  
 Release Date: July 5, 2016  
 Rating: 'RP' - Rating Pending





Product: The Long Journey Home  
Company: Daedalic Entertainment  
System: Personal Computer  
Release Date: Q3-Q4 2016  
Rating: 'RP' Rating Pending





Product: The Long Journey Home  
Company: Daedalic Entertainment  
System: Personal Computer  
Release Date: Q3-Q4 2016  
Rating: 'RP' Rating Pending





Product: I Am Setsuna  
Company: Square Enix  
System: PS2/PC  
Release Date: July 19, 2016  
Rating: 'RP' - Rating Pending





Product: Atelier Sophie The Alchemist of the Mysterious Book  
 Company: Koei Tecmo  
 System: PS4/PS Vita  
 Release Date: June 7, 2016  
 Rating: 'RP' - Rating Pending



# NOW

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# PLAYING



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NOW PLAYING



Product: LEGO Marvels Avengers Ant-Man  
DLC  
Company: WB Games  
System: PS4/PS3  
Release Date: Out Now  
Rating: 'E10+' - Everyone TEN and OLDER  
ONLY (Cartoon Violence, Comic Mischief)

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NOW PLAYING

LEGO

AVENGERS



Product: LEGO Marvels Avengers Ant-Man  
DLC  
Company: WB Games  
System: PS4/PS3  
Release Date: Out Now  
Rating: 'E10+' - Everyone TEN and OLDER  
ONLY (Cartoon Violence, Comic Mischief)

up. © 2016 MARVEL.™ & ©WBEI (s16)





Product: Stikbold! A Dodgeball Adventure  
Company: Curve Digital  
System: PC/Xbox One/PS4  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER  
ONLY [Cartoon Violence, Comic Mischief,  
Mild Language]





Product: Stikbold! A Dodgeball Adventure  
Company: Curve Digital  
System: PC/Xbox One/PS4  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER ONLY (Cartoon Violence, Comic Mischief, Mild Language)





OFFICIAL VIDEO GAME

\*The Croatia National Team kits will be updated in the Datapack due to be released in June 2016 at the start of UEFA EURO 2016.

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

**CROATIA**

OFFICIAL VIDEO GAME  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

NOW PLAYING

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

**ALBANIA**

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

**GERMANY**

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

**ICELAND**

Official Video Game  
**PES 2016**  
PRO EVOLUTION SOCCER

myClub Build your Team. Create your own.

Product: UEFA EURO 2016 Official Video Game PES 2016  
Company: Konami  
System: PC/PS3/PS4/Xbox One/Xbox 360  
Release Date: Out Now  
Rating: 'E' - Everyone SIX and OLDER ONLY









Mad Tree

HP: 491 / 785

Condition:

Elemental Efficacy (%):

90	90	150	100
----	----	-----	-----

Exp: 6

Sepith:

4	4	0	0	0	0	0
---	---	---	---	---	---	---

Item: Monster Gelatin

A plant monster from the mountains. Slows prey's movements with mud. Weak against fire.

Attack

HP: 525

EP: 160

CP: 200

HP: 394

EP: 240

CP: 63

HP: 612

EP: 160

CP: 200

HP: 567

EP: 346

CP: 57

Status
Equip
Orbment
Items
Tactics
Option
Files

HP: 394	HP: 612	HP: 567
EP: 240	EP: 160	EP: 346
CP: 63	CP: 200	CP: 42

Product: The Legend of Heroes Trails in the Sky  
 Company: XSeed Games  
 System: PSP/PC  
 Release Date: Out Now  
 Rating: 'T' - THIRTEEN and Older Only  
 (Violence, Blood, Suggestive Themes, Language, Use of Alcohol and Tobacco)

Estelle	HP: 925/930	EP: 250/290
Joshua	HP: 1125/1125	EP: 342/360
Tita	HP: 491/491	EP: 240/270

Name: Estelle

Status: Level 22

HP: 925/930, EP: 250/290, CP: 200

Parameters:

STR	179
DEF	154
ATS	85
ADF	23
SPD	13
DEX	32
AGL	5
MOV	6
RNG	2

Experience: EXP 4844, NEXT 5290

Slots:

- Attack 3
- Heal
- Strike
- Hit 3
- Mind 3
- Information
- Orbal Arts
- Tear
- Teara
- La Teara
- Cufla
- Sylphen Guard
- Clock Up
- Chaos Brand
- Aqua Bleed
- Blue Impact
- Diamond Dust
- Fire Bolt
- Flare Arrow
- Fire Bolt EX
- Air Strike

Remove quartz:

- Defense 1 x2
- Defense 2 x2
- Poison x1
- HP 1 x3
- HP 2 x3
- Attack 1 x6
- Attack 2 x1
- Shield 1 x1
- Evade 1 x1
- Evade 2 x2
- Impede 2 x1
- Scent x1
- Action 1 x3
- Deathblow 1 x1
- Deathblow 2 x3
- Cast 1 x1
- EP Cut 1 x1

[Elemental: Wind Elemental Value: 3 2]

Enemies become aware of presence.



LEVEL 15

SCORE 85451

MAX COMBO x30

SPEED x3

# Last Minute

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# Tidbits







33/33

48d 11h

Product: Caravan  
Company: Daedalic Entertainment  
System: PC/MAC/Linux  
Release Date: Q2 2016  
Rating: 'NR' - Not Rated



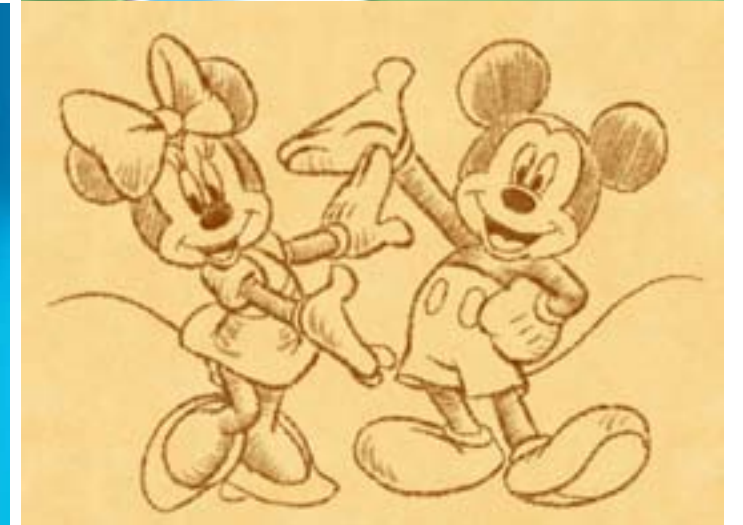
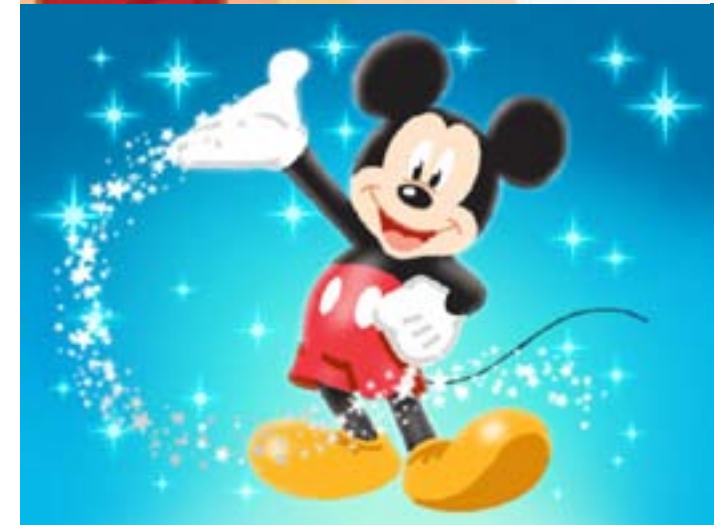
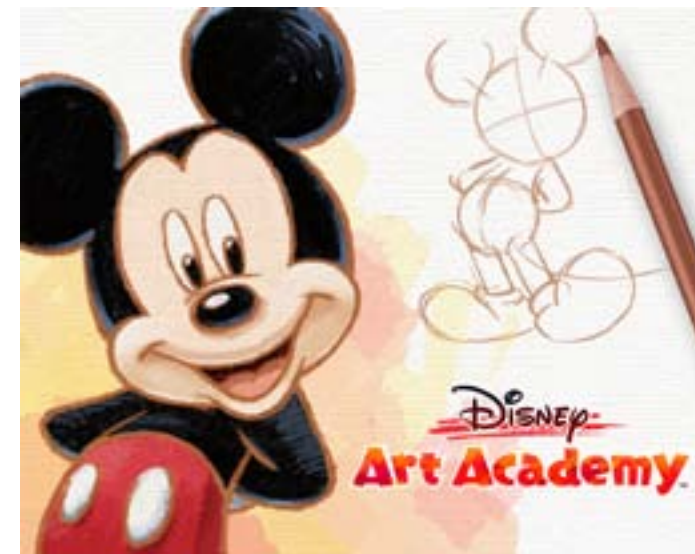


Product: Caravan  
 Company: Daedalic Entertainment  
 System: PC/MAC/Linux  
 Release Date: Q2 2016  
 Rating: 'NR' - Not Rated





# Disney Art Academy™



Product: Disney Art Academy  
Company: Nintendo  
System: Nintendo 3DS  
Release Date: May 13, 2016  
Rating: 'E' - Everyone SIX and OLDER ONLY







Product: SWORD ART ON-  
LINE -Hollow Realization-  
Company: Bandai Namco  
System: PS4/PS Vita  
Release Date: TBA 2016  
Rating: 'RP' - Rating Pending





Product: SWORD ART ON-  
LINE -Hollow Realization-  
Company: Bandai Namco  
System: PS4/PS Vita  
Release Date: TBA 2016  
Rating: 'RP' - Rating Pending





# MR4 MOTORACER



WORK IN PROG

Product: Moto Racer 4  
Company: Microids  
System: PS4/Xbox One/PC  
Release Date: October 13, 2016  
Rating: 'RP' - Rating Pending



LEVEL 97

SCORE 200

♥ x2

SPEED x2

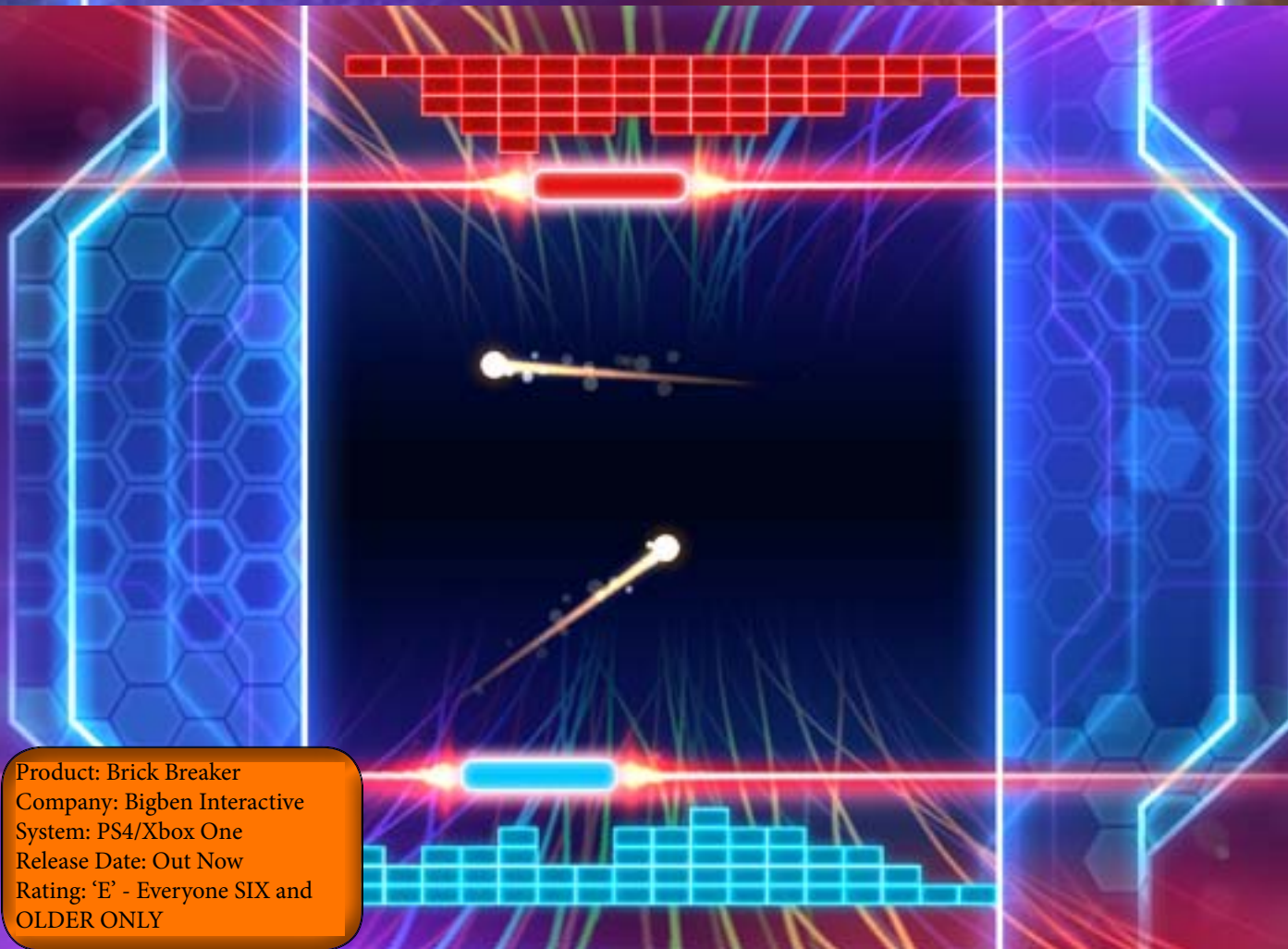


LEVEL 36

Score 310

♥ x2

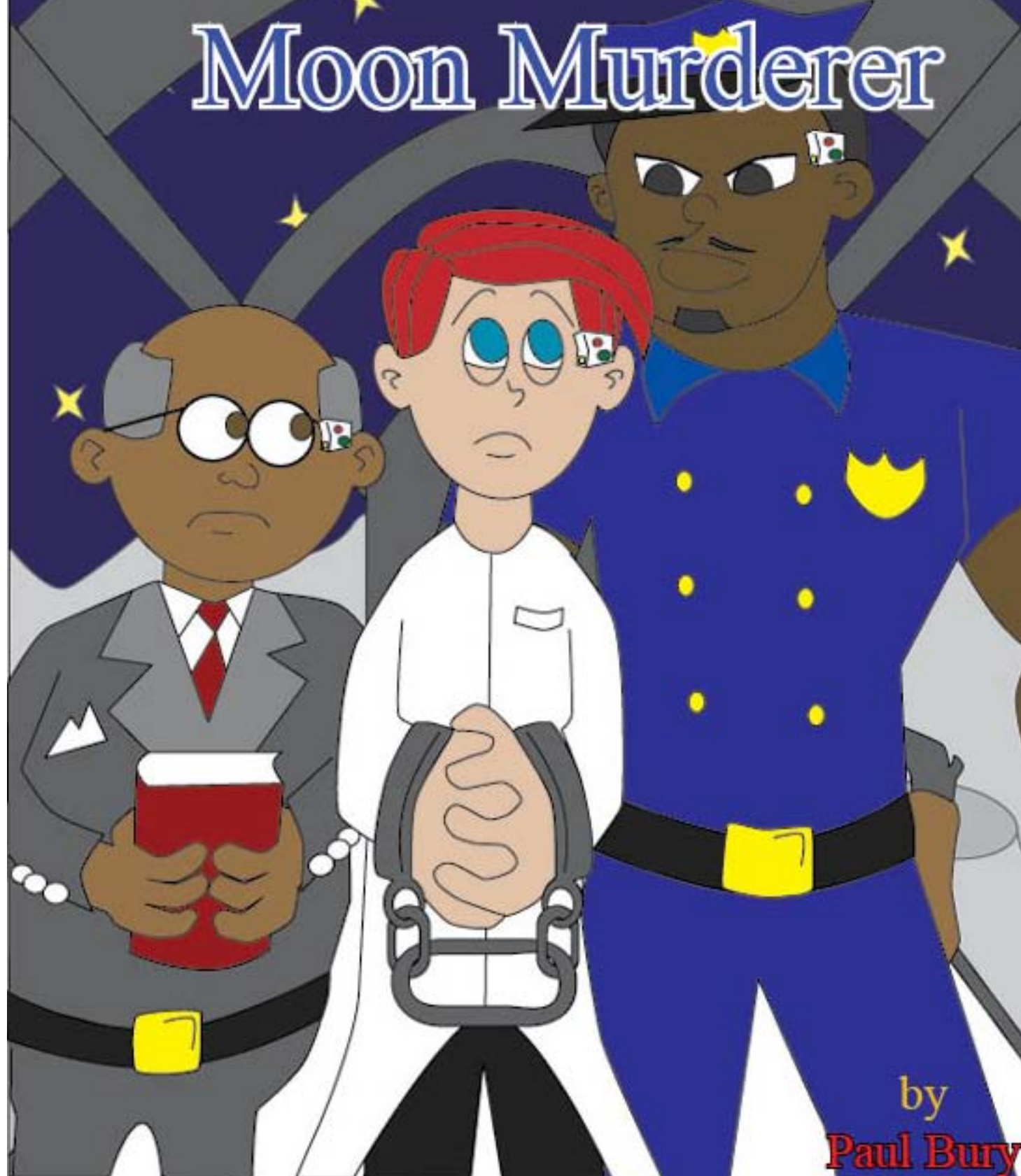
SPEED x3



Product: Brick Breaker  
 Company: Bigben Interactive  
 System: PS4/Xbox One  
 Release Date: Out Now  
 Rating: 'E' - Everyone SIX and OLDER ONLY



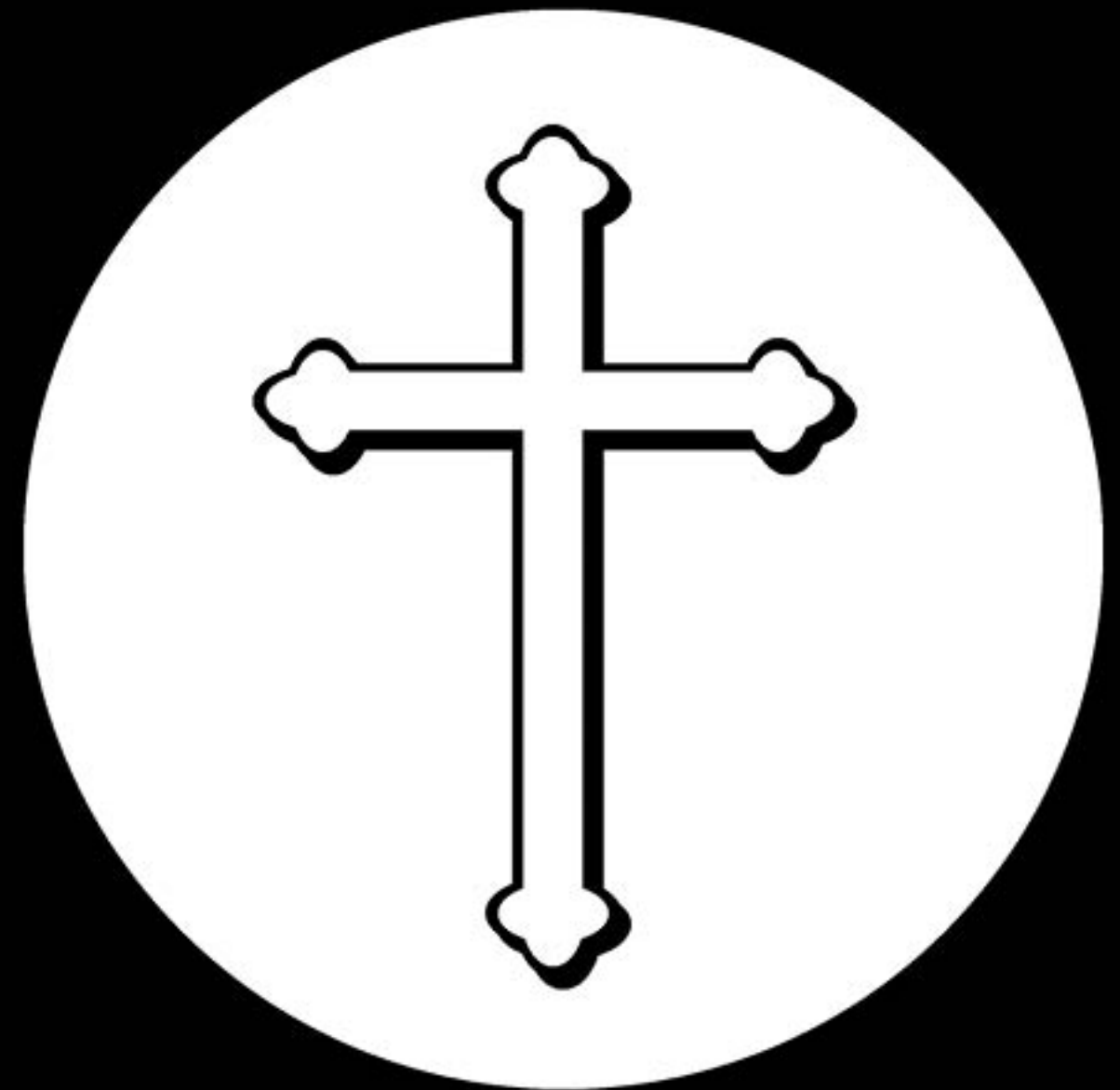
# Future Glimpses Moon Murderer



by  
Paul Bury

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FUTURE GLIMPSES  
FREE AT LAST



BY  
PAUL BURY

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